NES-TS-USA

TETRIS 2™ ★

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for purchasing the TETRIS 2™* game pak for your Nintendo Entertainment System®.

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.

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Note: In the interest of product improvement, Nintendo Entertainment System product specifications and design are subject to change without notice.

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Original Tetris concept, design and program by Alexey Pazhitnov.

The Birth of a New Tetris®★★

Tetris 2 is a new addition to the family of puzzle games that began with the megahit, Tetris.

Tetris 2 consists of red, green, and yellow blocks. In the original Tetris game, the object was to erase the blocks by arranging them horizontally across the screen. However, in Tetris 2, your goal is to arrange three blocks of the same color vertically or horizontally. This will cause the set of three blocks to disappear.

While maintaining the "simple, but fun" tradition that was started with the original Tetris, Tetris 2 moves ahead as a game that is even more challenging and more fun to play.

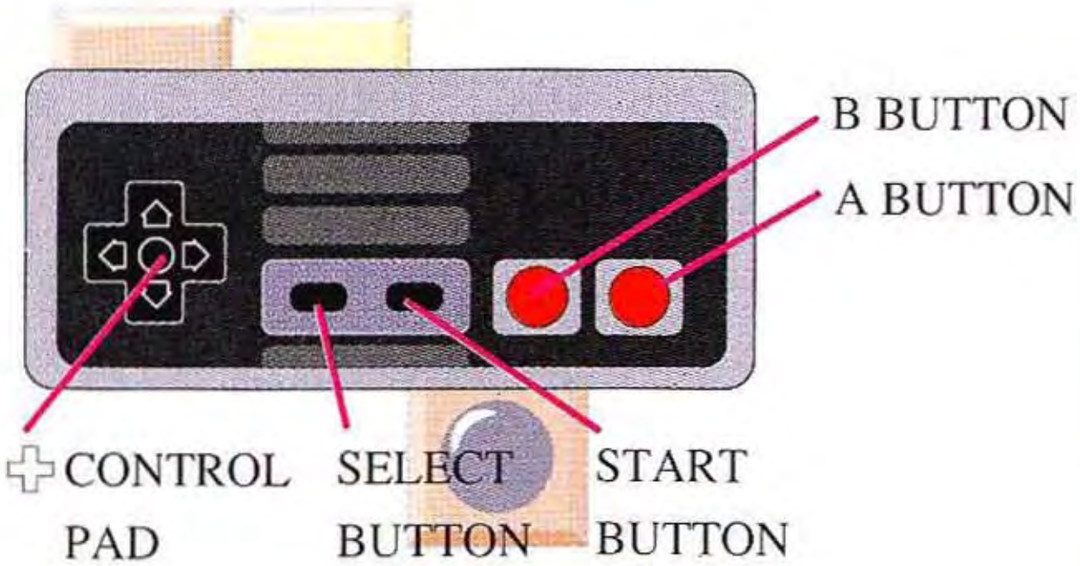
★★®Tetris is a registered trademark of Elorg.

Controller Functions

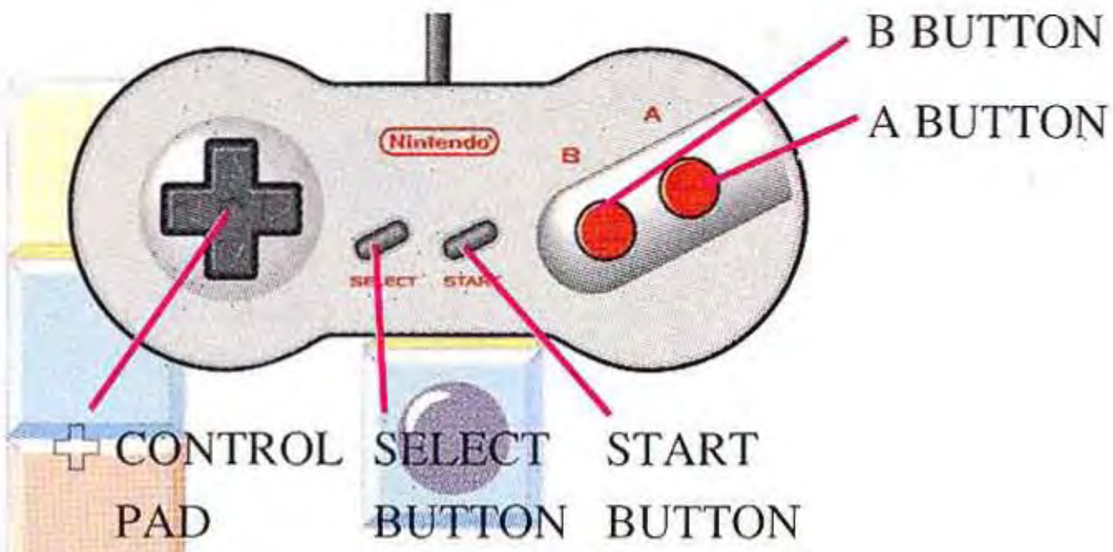
Use Controller [1] when playing a 1-player game.

Use Controllers [1] and [2] when playing with an opponent.

ORIGINAL CONTROLLER DESIGN

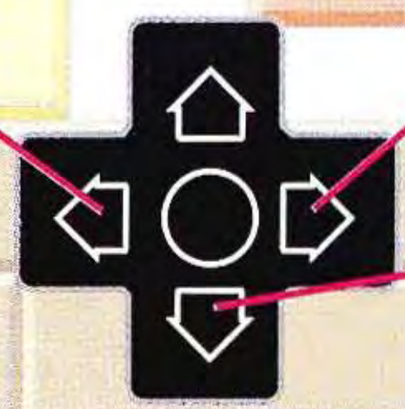


NEW CONTROLLER DESIGN



◆ Control Pad ◆

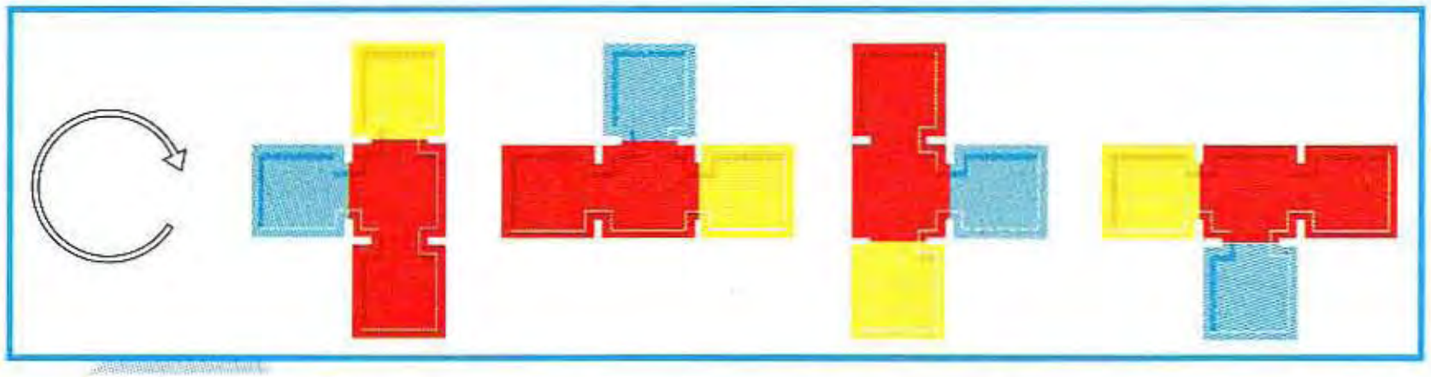
Press Left to move a block to the Left.



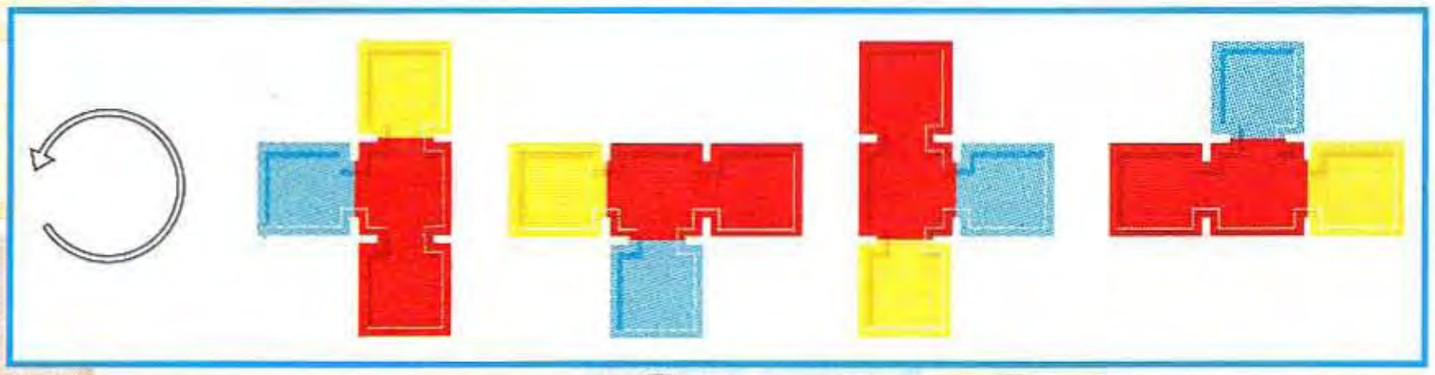
Press Right to move a block to the Right.

Press Down to drop a block more quickly.

A Button: Press the A Button to rotate the falling block clockwise.



B Button: Press the B Button to rotate the falling block counter-clockwise.



SELECT Button:

Press the SELECT Button to move the cursor on the title screen. The SELECT Button is not used during game play.

START Button:

Press the START Button to begin play. This button also pauses your game.

How To Start

To begin your game, insert the Game Pak into the Nintendo Entertainment System and turn the power ON. The title screen will be displayed.

On the title screen, select one of the following options and press the START button to begin the game.

1 PLAYER (1 Player Game)

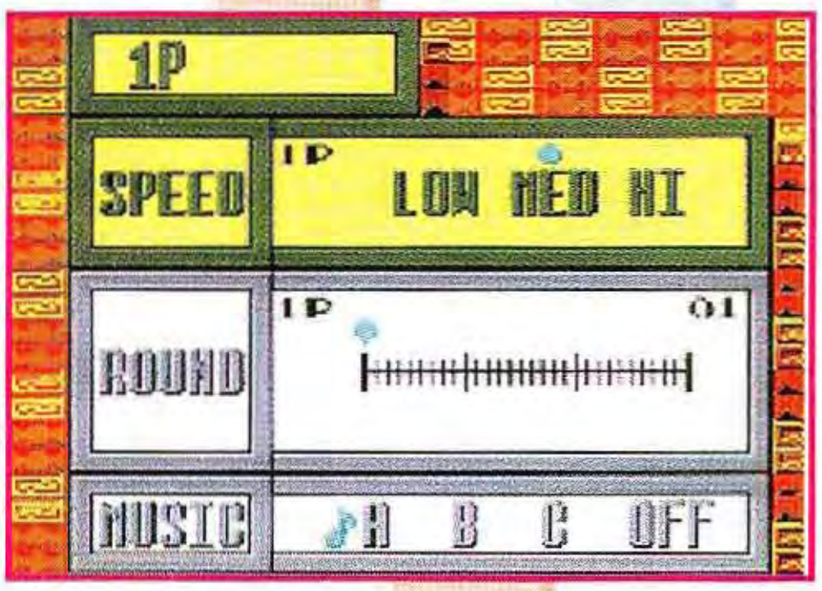
2 PLAYERS

(1 Player vs. 2 Player Competitive Game)

1 PLAYER vs. CPU

(1 Player vs. CPU Competitive Game)

The Menu Screen will appear once you select your game mode on the title screen. On the Menu Screen, use your ✢ Control Pad to select your options and the START Button to begin play.



The screen shown above is for the 1-Player game mode.

Speed:

This setting determines how fast the blocks fall.

Round:

On the higher rounds, the game starts with more Fixed Blocks on the screen. Press Left and Right on the ✢ Control Pad to change this setting.

Music:

This selects the music that is played during the game. Select "OFF" if you want to play without background music.

In the competitive modes (1p vs. 2p and 1p vs. CPU), the players can individually select the SPEED and ROUND settings. This is very useful if you want to handicap yourself or your opponent.

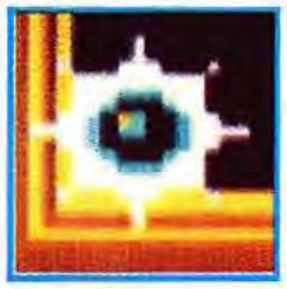
Block Types

The three different blocks that appear in Tetris 2 are the Flash Blocks, Fixed Blocks, and the Falling Blocks. Each of these blocks also appear in three different colors.

All Falling Blocks consist of four pieces and fall from the top of the screen.

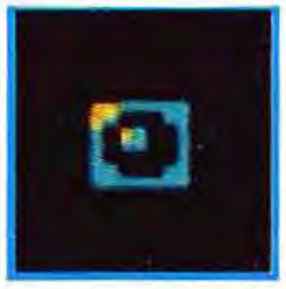
FLASH BLOCKS

The Flash Block is a special item that has a different effect in the 1 Player and Competitive Modes. Try eliminating these blocks to see what happens.



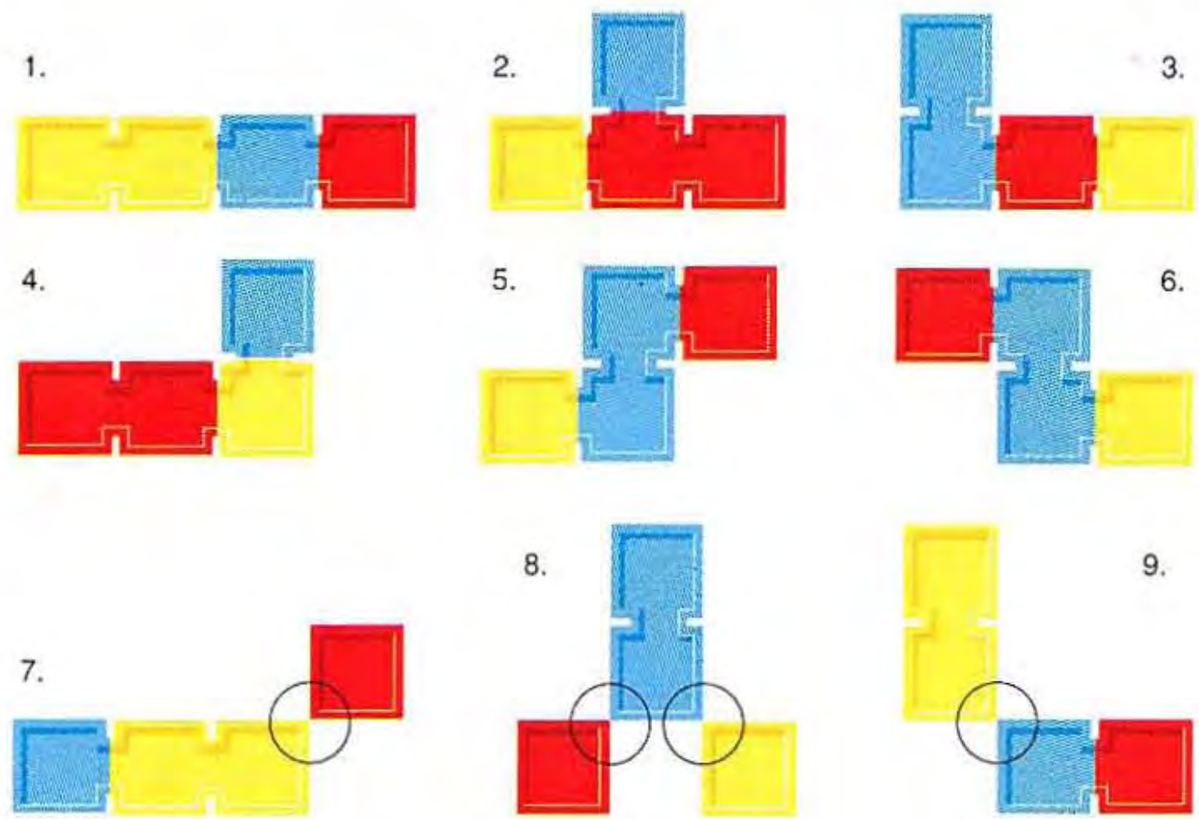
FIXED BLOCKS

These blocks appear on the screen before the game begins and restrict the movement of the Falling Blocks. You can win the game or advance to the next stage by eliminating all Fixed Blocks on the screen.



FALLING BLOCKS

The Falling Blocks appear in nine different forms.

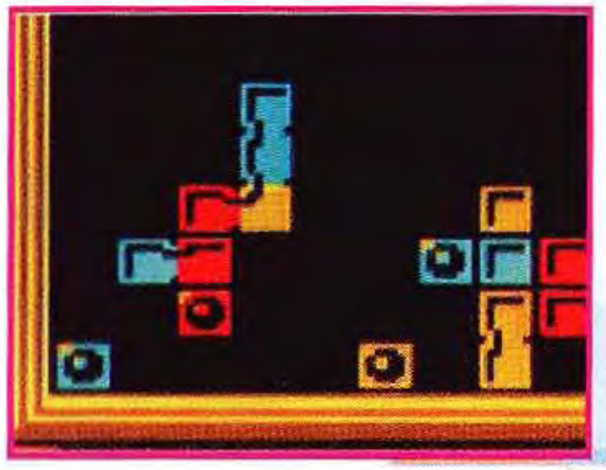


- All Falling Blocks consist of four pieces and fall from the top of the screen.
- As shown in diagrams 7, 8 and 9, these Falling Blocks are separated at the circled points when a section of the block connects to another block in the playing field.

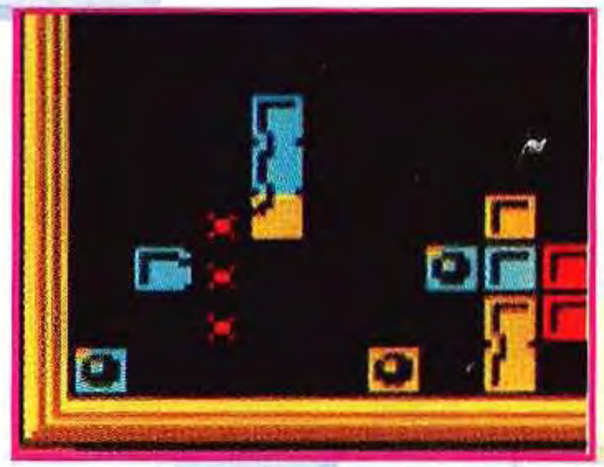
How to Eliminate Blocks

You can eliminate blocks by moving the Falling Blocks into a position where three or more of the same colored blocks create a horizontal or vertical line.

ex. 1

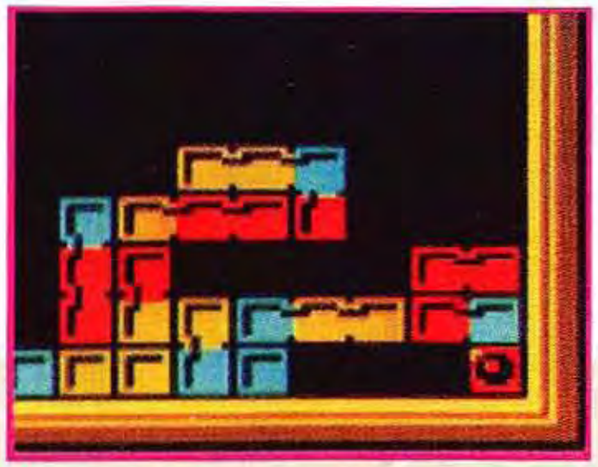


Arrange three red blocks vertically...

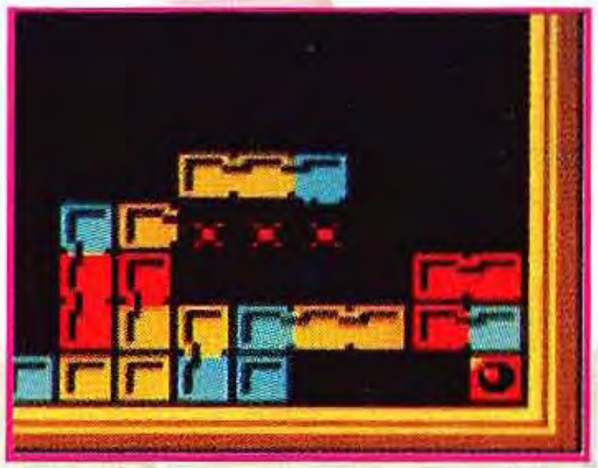


to remove the blocks.

ex. 2



Move the blocks to make a horizontal line...

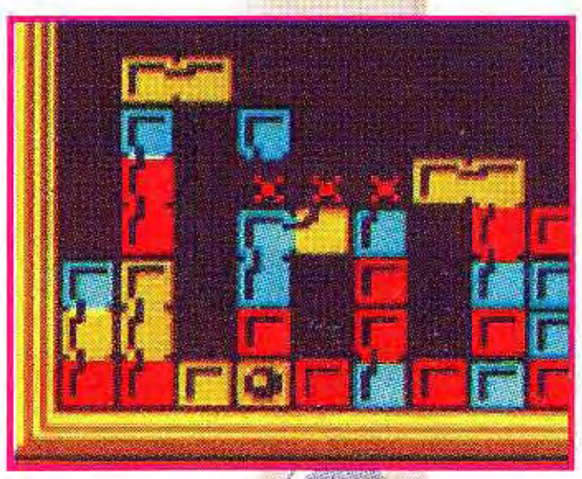


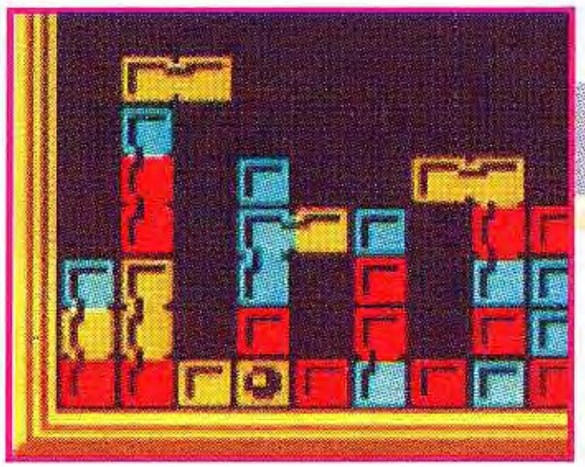
and make the red blocks disappear.

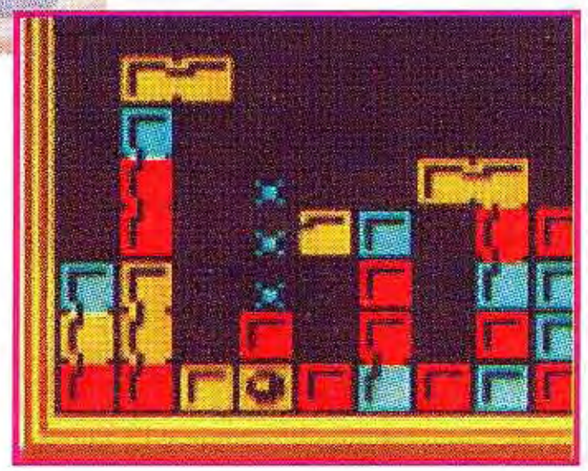
Chain Reaction!

☆Master the technique of causing Chain Reactions.☆

This strategy involves the process of removing two or more rows simultaneously. Try using this technique in the competitive mode to sabotage your opponent's game screen.





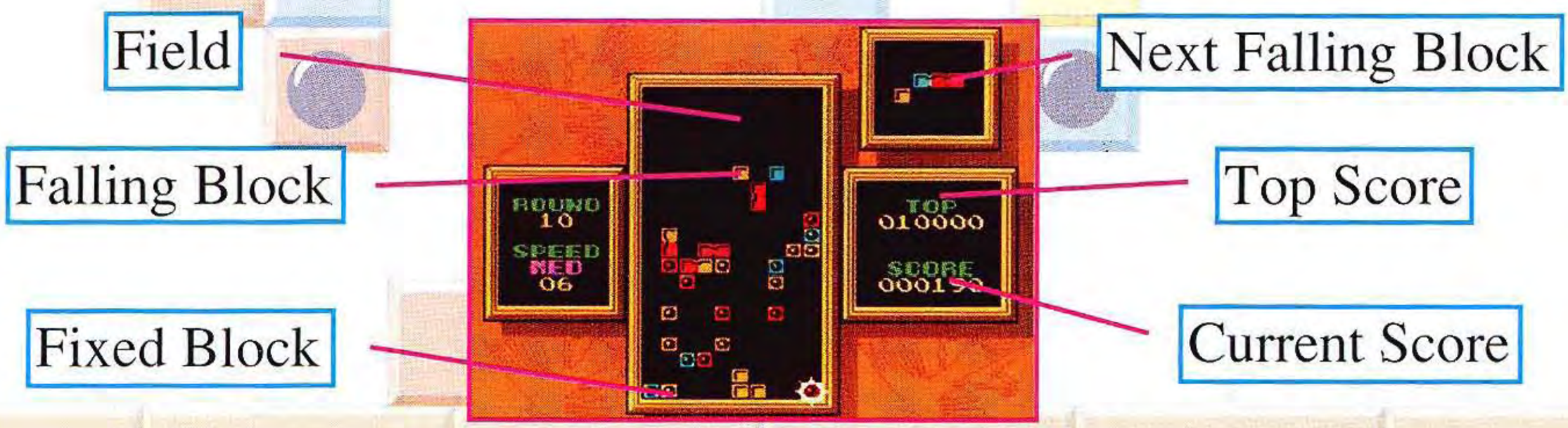


As shown above, a green Falling Block drops into place after the player eliminates a row of red Blocks.

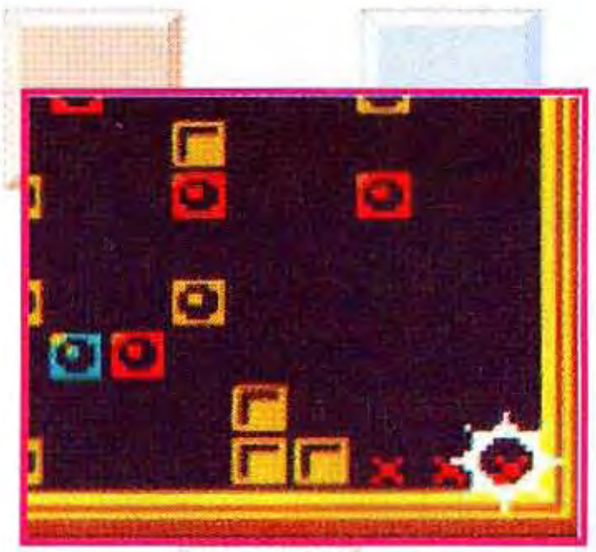
1-Player Game

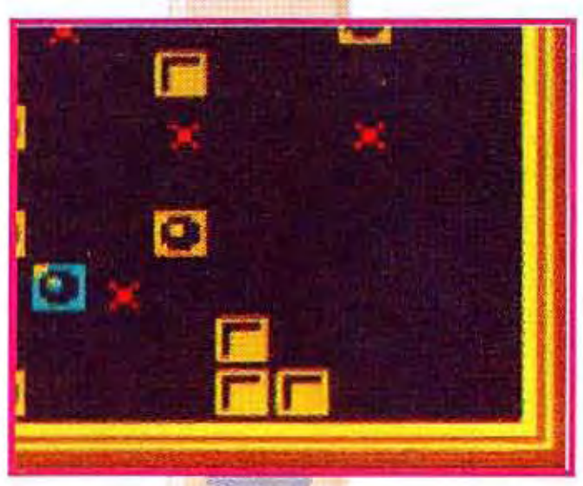
To advance in the 1-Player Game, you must move the Falling Blocks and position them into rows and columns causing similarly colored Fixed and Flash Blocks to disappear. If you erase a Flash Block, all blocks of the same color in the field will disappear. Your game ends, however, if you allow the blocks to touch the top of the playing field.

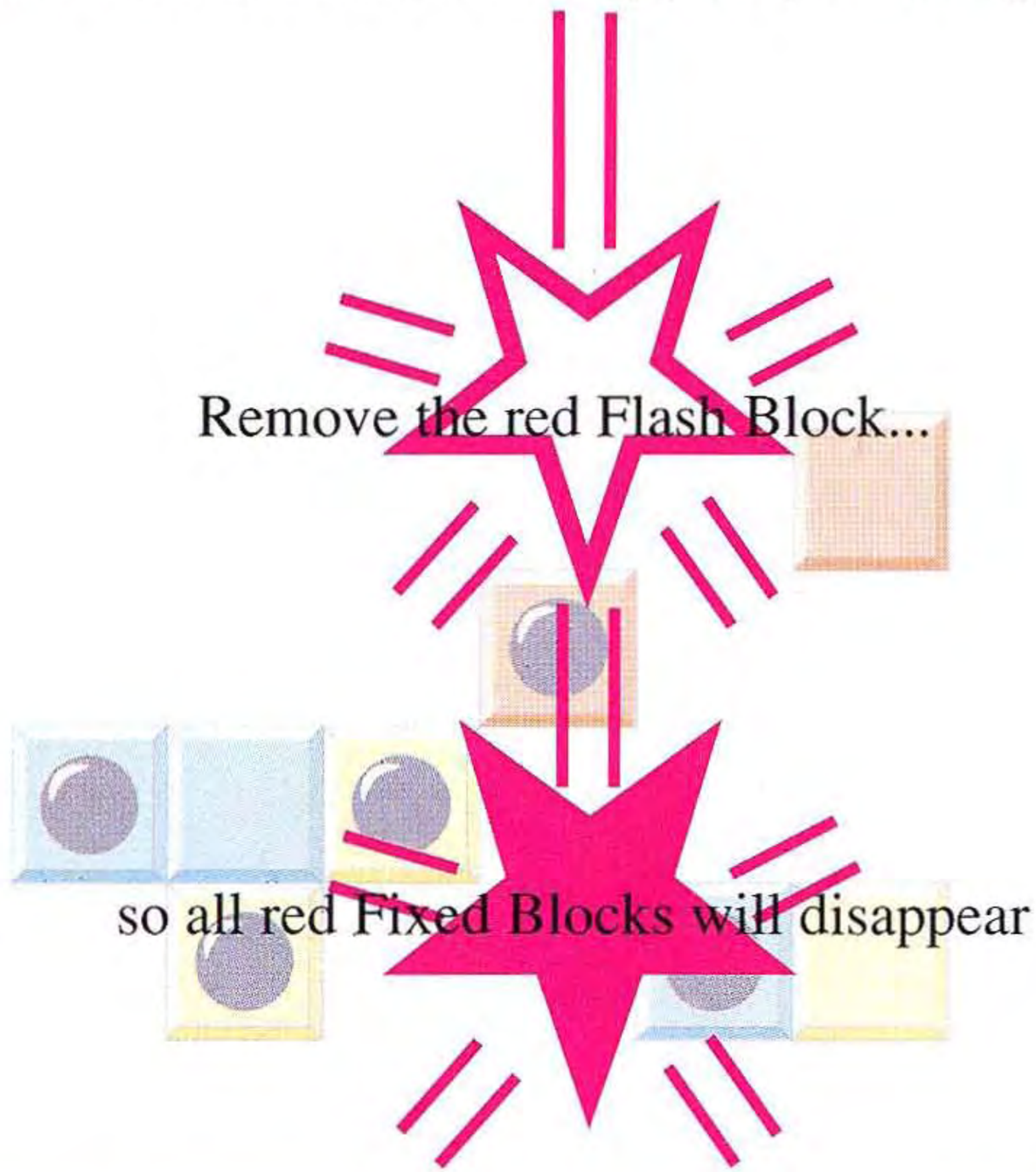
Game Play Screen



If you eliminate all Flash Blocks, all Fixed Blocks will disappear, allowing you to advance to the next level.







Score

1-player game

◆Scoring System◆

Falling Blocks	10 points each
Fixed Blocks	20 points each
Flash Blocks	40 points for each Fixed Block erased following the Flash Block.

◆Chain Reactions◆

The score for each Chain Reaction is determined as follows:

(# of blocks eliminated) x (points for each block) x (chain reaction bonus).

One chain	x 2
Two chains	x 4
Three or more	x 8

◆Flash Blocks Eliminated by Chain Reaction◆

The score is determined as follows:

(# of Fixed Blocks eliminated with Flash Blocks) x (# of chains) x (40 points).

◆Bonus Score◆

You'll also receive additional bonus points for quickly finishing a stage.

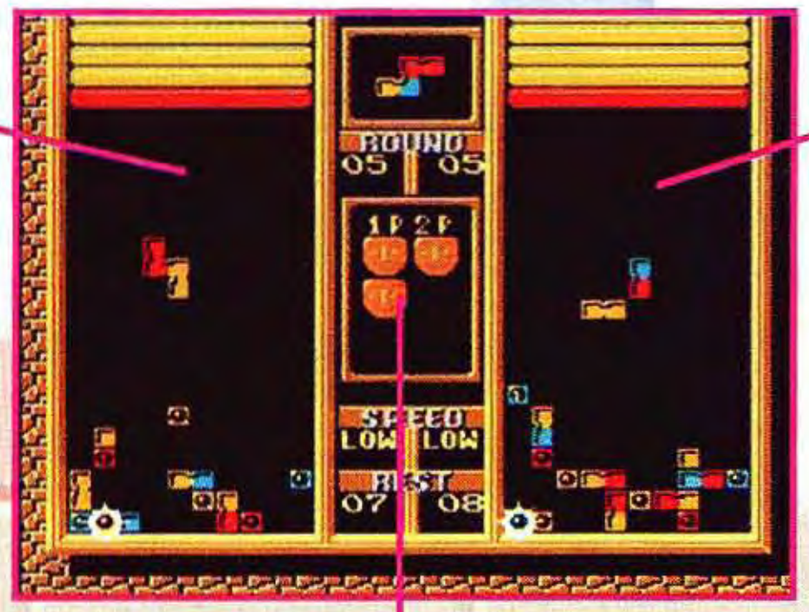
You do not receive points for eliminating blocks that disappear after you remove a Flash Block or 6 consecutive blocks (see special technique on page 22).

1p vs. 2p Game

Both players start the game simultaneously. You win the game if you eliminate all the blocks from your game screen or the blocks on your opponent's screen stack up to the top of the game screen. The first player to win three games wins the match.

Game Play Screen

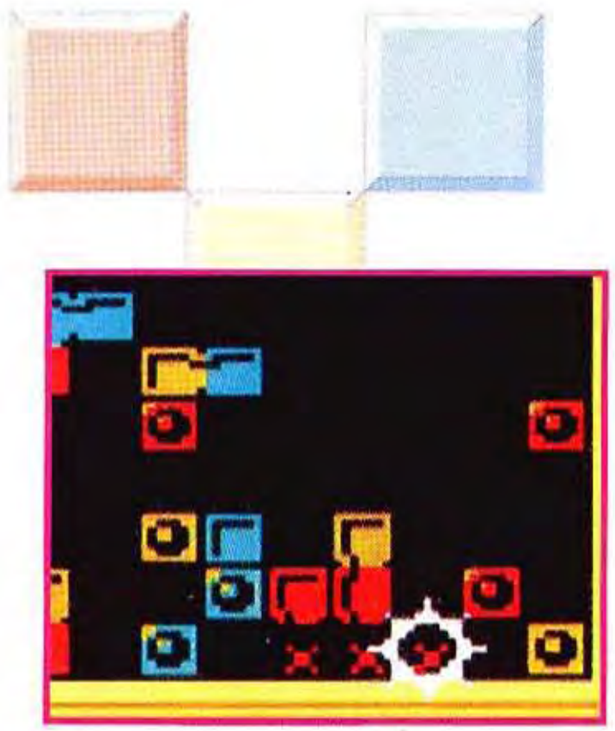
CONTROLLER 1
PLAYER 1's SIDE

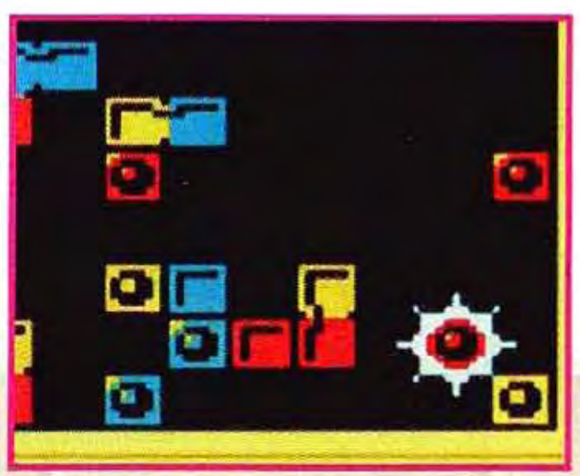


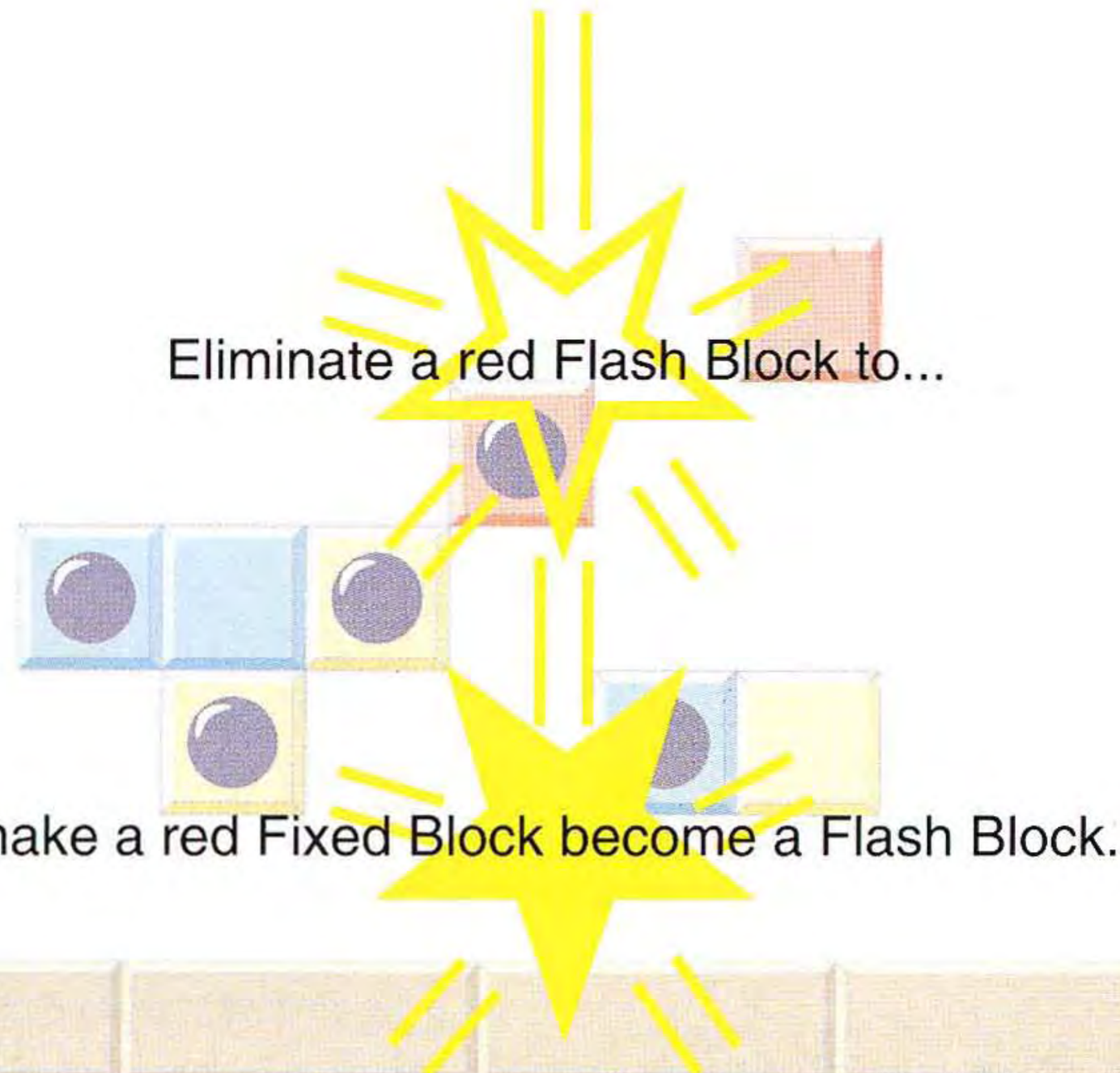
CONTROLLER 2
PLAYER 2's SIDE

Victory Mark

If you erase a Flash Block in the Competitive Mode, a similarly colored Fixed Block will become a Flash Block.







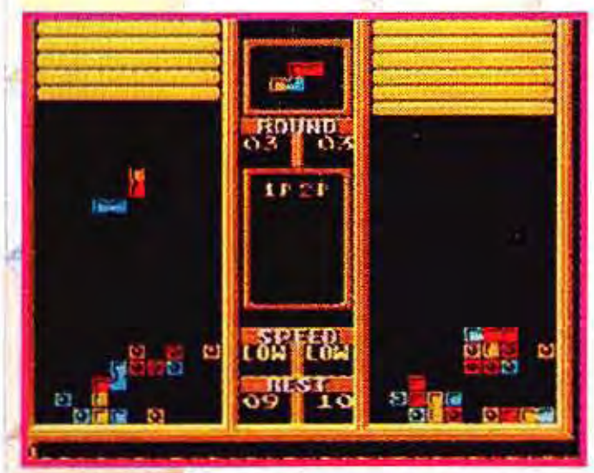
How to Attack Your Opponent

There are two ways to attack your opponent:

Dropping the Ceiling

Each time you eliminate a Flash Block, the ceiling over your opponent's game screen drops down one line. If your opponent erases a Flash Block in his or her field, the ceiling will move up to its original position. This action works like a game of "Tug of War".

Eliminate a Flash Block on your side ...



to drop the ceiling on your opponent.

How to Make Your Opponent's Blocks Fall Faster

Your opponent's Falling Blocks will temporarily fall faster each time you get a Chain Reaction to occur on your game screen. The number of blocks that fall faster is proportionate to the number of chains that disappear from your screen.

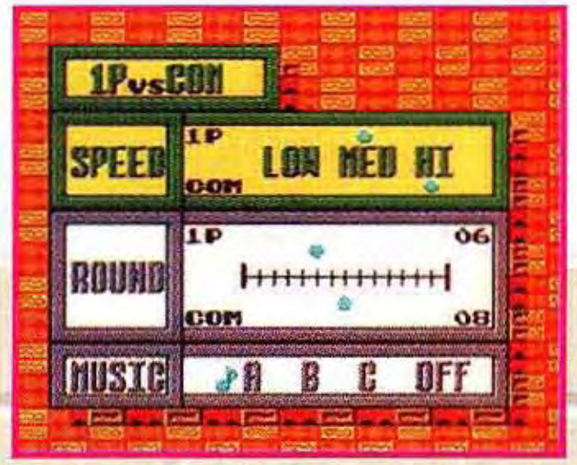
1p vs. CPU game

In 1p vs. CPU game, you can select EASY, NORMAL, or HARD as the difficulty level for your CPU opponent.

The Select Screen

On the Select Screen, choose your opponent with the ✢ Control Pad and press the A Button or the START Button to begin play.

The Menu Screen



If you want to change the speed and round for the CPU, press the B Button and move the CPU's cursor using the ✢ Control Pad.

CPU Players

HARD

NORMAL

EASY

Hard Level: On the hard level, the computer's attacks are accurate and fast. It controls the blocks very quickly and is the toughest opponent to beat.

Normal Level: On the normal level, the computer sometimes makes a mistake. It erases the blocks carefully at a slower pace. It is not very tough. However, if you're not careful, you might find victory stolen away from you.

Easy Level: The easy level is perfect for beginners. The computer makes many mistakes and moves blocks very slowly.

Flash Advice!

☆Filling an empty space with a block☆

Try to quickly fill spaces with blocks so...

that more than three blocks with the same color can easily disappear.

☆Controlling Advanced Blocks☆

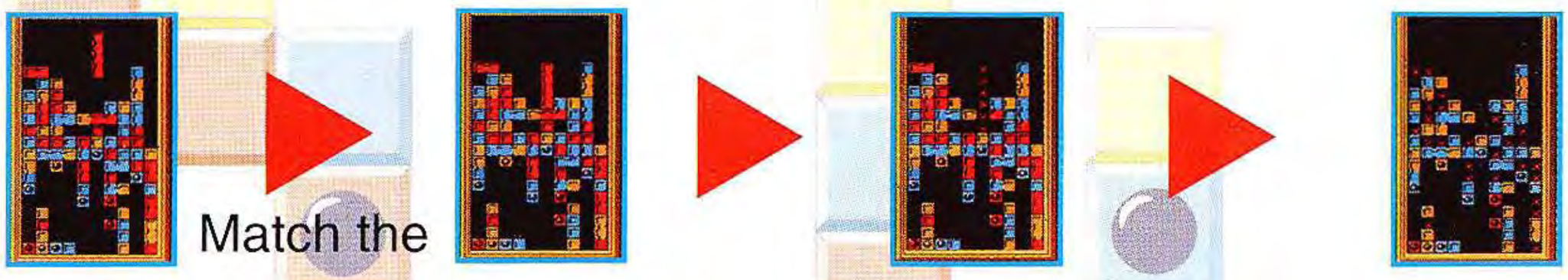
Carefully guide the blocks with detachable pieces...

so you can easily place the loose blocks and create a solid row or column.

Secret Technique: Eliminating Six Blocks!!

If more than six blocks of the same color make a vertical or horizontal line, all the blocks with the same color on the game screen will disappear.

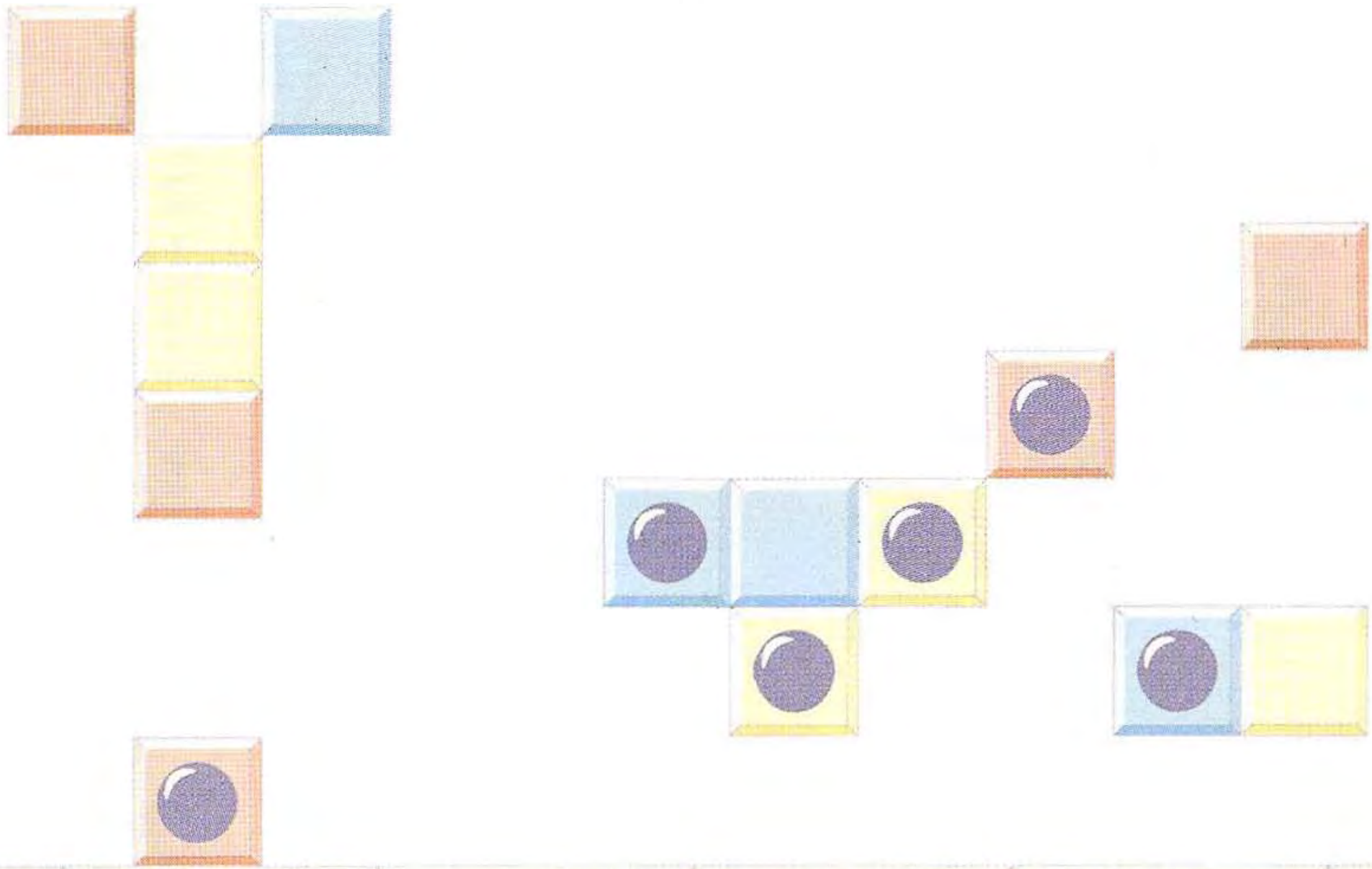
You can remove six blocks if a straight block containing four pieces with the same color is placed onto two pieces of the same color.



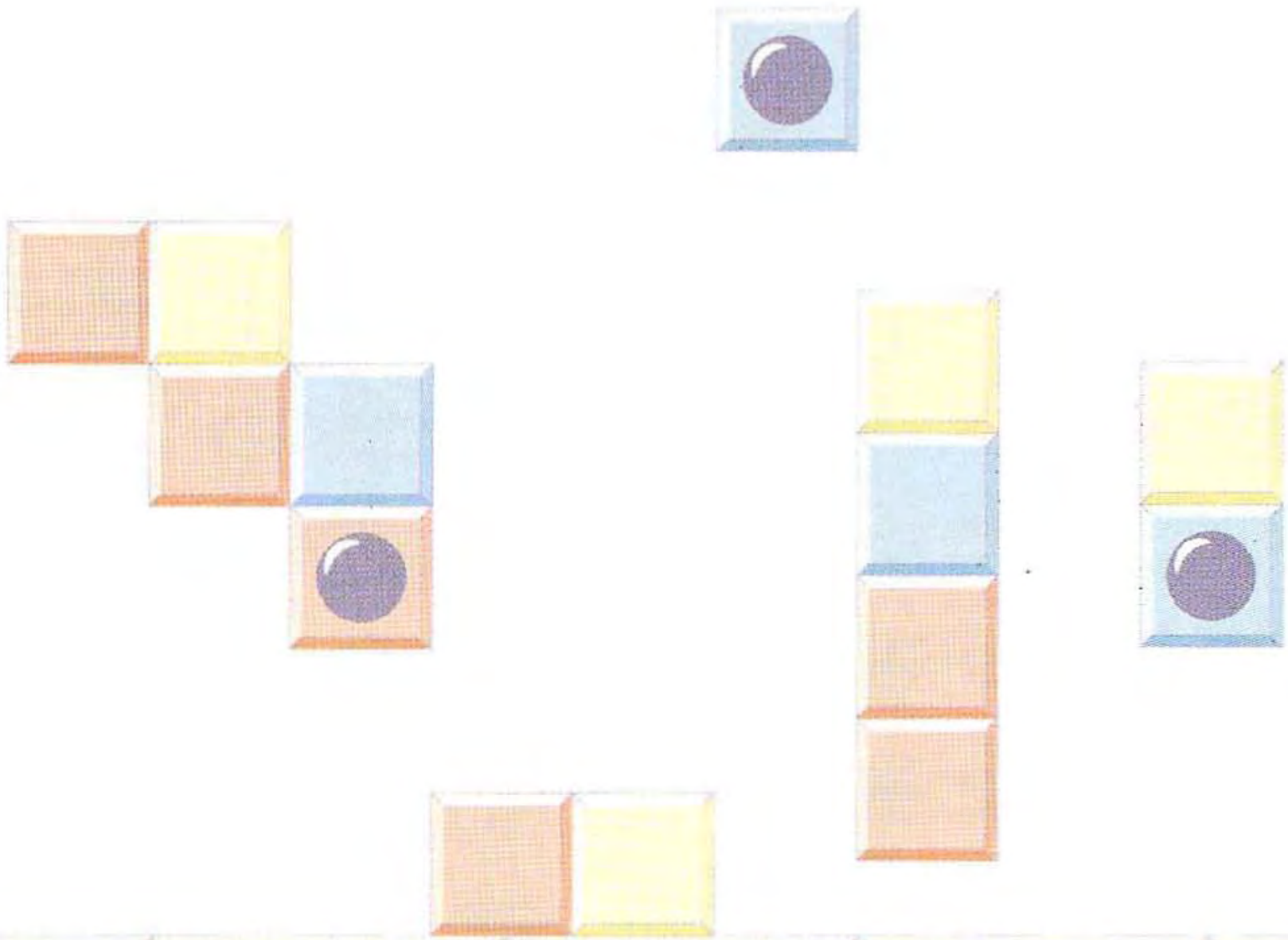
Match the straight block so six red blocks make a line...

and all red blocks on the game screen disappear.

MEMO



MEMO



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